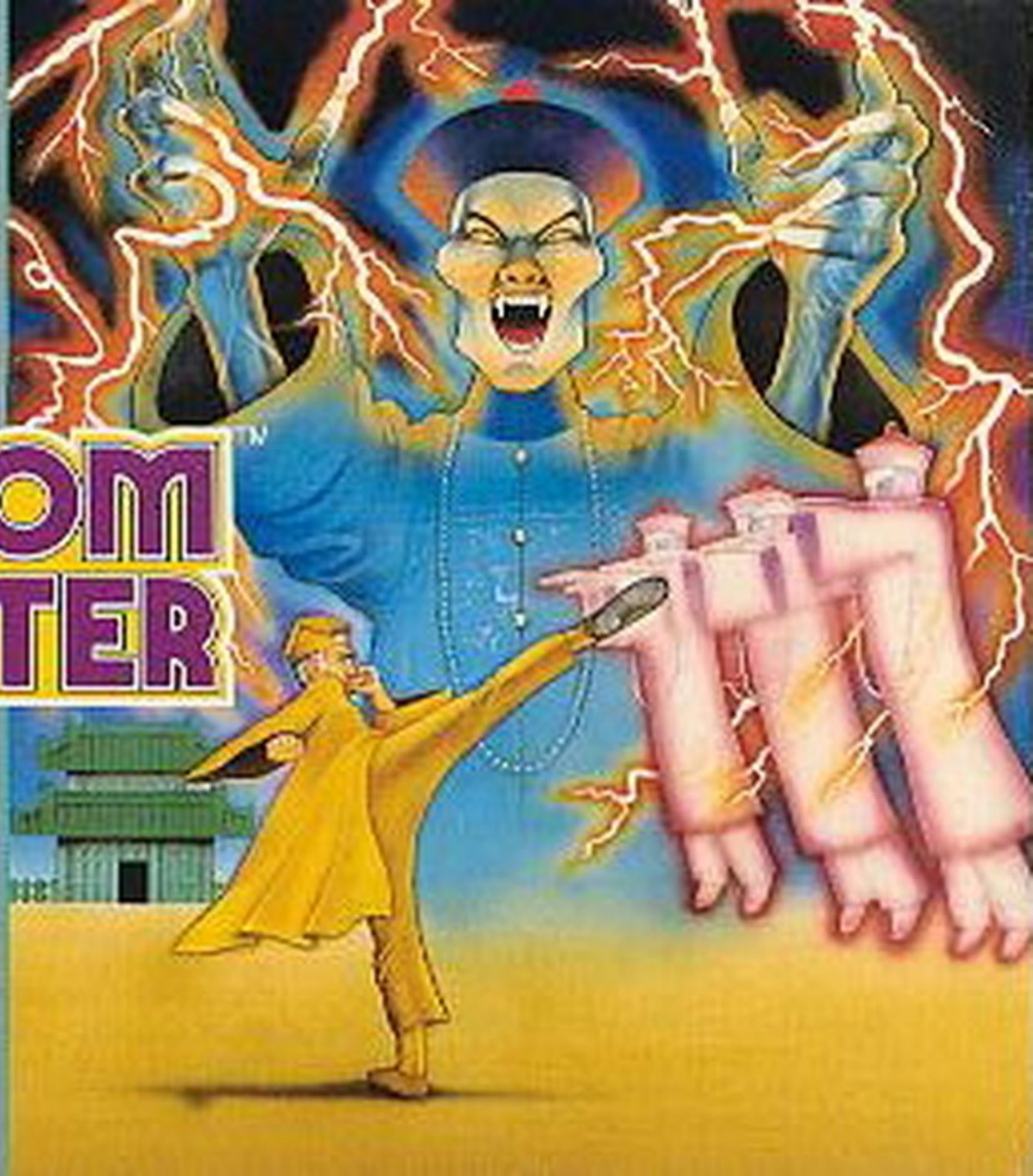
PHANTOM FIGHTER™



NES—KY—USA★

Fujisankei Communications International, Inc.
150 East 52 Street, New York, NY 10022
Game Hotline (708) 368-0425
8am-7pm Central Standard Time

FCI

Please read this instruction booklet to ensure proper handling of your new game; then save the booklet for future reference.

Precautions

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

Official Nintendo Seal of Quality

This game is licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM®

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

Nintendo and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.
FCI™ and Pitfall Fighter™ are trademarks of Fujisankei Communications International, Inc.

Story

Those wacky Chinese phantoms, Kyonshies, are on the loose again, wreaking havoc in eight villages. The Phantom Fighter, Kenchi, and his incompetent assistant have been called in to save the villages. Using special skills acquired from the Kung Fu master and items gathered throughout the villages, they must chop and kick their way to victory. But the contest is not all physical—as the Phantom Fighter, you have to answer some tricky quizzes before the master will reveal the secret skills that will help you defeat the Kyonshies.

How to Play the Game

When the title screen comes up, push Start. You will have an option to insert a password saved from a previous game, or begin a new game.

If you choose to start a new game, push the upper part of the ✚ button and push A or B button.

If you choose to insert a password, push the lower part of the ✚ button to continue and then push button A or B.

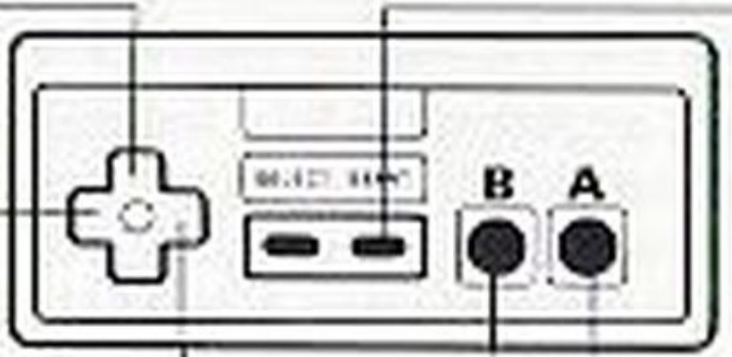
There are a lot of messages and dialogue in the game. You have a choice of how quickly you want the screen to scroll. Choose Fast, Normal or Slow using the ✚ button and button A or B. To scroll the message screen during the game, push button A or B.

Now you are ready to begin the game. Kenchi enters a village and encounters an old man who needs his help to save the village from Kyonshies.

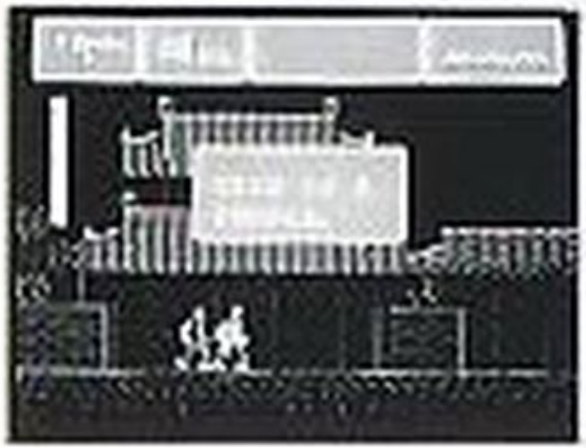
To pause the action during the game, push the start button.

Villages

Number of Scrolls
Name of Village
Items
Number of Jades


Enter a location
Pause
Move left
Move right
B
A
Find out name of location while standing in front of entrance

There are eight villages in the game, each one filled with a variety of locations including houses, temples, graveyards, and a Kung Fu training school. The temple provides a place of rest, where Kenchi can regain strength. The training school gives Kenchi new skills to use throughout his journey.

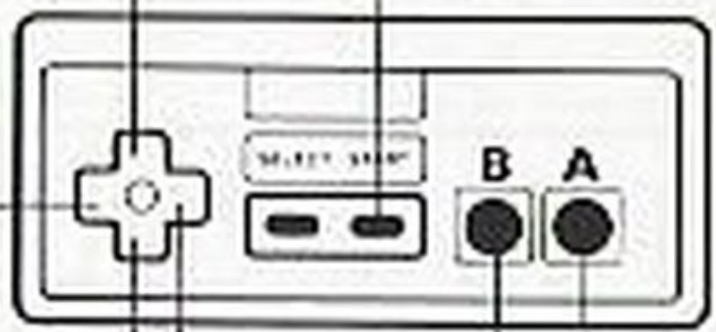


You will not be able to see Kyonshies in front of buildings. They will appear as Kenchi moves among different locations in each village. Push button A in front of a building or graveyard to get more information about the location before you enter. To move, push the ✚ button left or right. To enter a location in a village, push the upper part of the ✚ button while standing at the door.

Fights

Kenchi's Life Energy:
The game is over when Kenchi's Life Energy is used up.

Kyonshi's Life Energy:
When Kyonshi's Life Energy fades, Kenchi has defeated him.



Jump

Pause

Move Left

Crouch

Kick

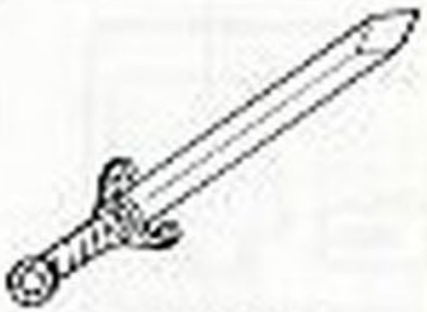
Move Right

Punch

As soon as you enter a location in one of the villages, a Kyonshi will begin attacking. Beat him using kicks and punches. After defeating a Kyonshi, the door will open, and another Kyonshi will appear. When you beat all the Kyonshies in a location, the last door will open and the villagers will appear to give you important information and items to help you on your journey. When an item you have received disappears or breaks, you can go back to the same place and recapture it, but you will have to refight the Kyonshies in that area.

Items and Dialogue

Some villagers will give you important information when you talk to them, so make sure you get it. Also, you can receive items from them. Remember, there are no villagers in the house where jade can be found.

Ancient Scroll You need the Ancient Scroll to take lessons at the training hall.	**Tonten: Mysterious Mirror.** You can mesmerize Kyonshies for a while with the Tonten but do not use it often because it is very fragile.	**Talisman** You can only use it once to freeze Kyonshies.
		
Sacred Sword It can greatly help you beat Kyonshies, but it will break if used frequently.	**Jade** If you can get three Jades, you will be able to get into the house in each village where the boss Kyonshi lives.	**Bell** Secret item. Find out how to use it during the game.

How to Use Items and Power Up

To Use Items:

You can choose to use your items when the assistant appears at the exit of each location. You can only use one item at a time. To choose an item, push the ✚ button up or down and press button A or B.

To Increase Power Using Skills:

Phantom Fighter can learn new tricks to beat Kyonshies at the Kung Fu training school. You will need to give scrolls to the master, who will then train you and show you new tricks. The scroll alone will not guarantee a meeting with the Kung Fu master if you fail to give the right answer to the guard's questions.

Game Continues

Whenever you clear a stage or the game is over, the assistant or villagers will appear to tell you the password. When you want to start a game again, carefully enter the password and you can start from the village where the last game finished with many of the same items.

To enter the password, use button A and the ✣ button. If the password is mispelled you will have to start from the beginning.

Types of Kyonshies

Zanshi
Appears frequently, but not so strong.

Sosekushi
Also appears frequently, but not very tough.

Kimenshi
Does not move fast, but has lots of stamina.

Ryukyoshi
Very tall and attacks with high jumps.

Weekyonshi
Small and quick attacker, but has no stamina.

Raunshi
One of the boss Kyonshies and a strong attacker.

Genyoshi
Also one of the boss Kyonshies. He has magical double vision.

Shanshi
Female ghost and sneaky attacker.

Conshi
The baby Kyonshi. There is something you can do to make Baby Conshi help you. Keep this in mind.

There are many other enemies along the way, so keep your eyes open!

Tips for a Successful Adventure

- Never skip any of the text. Read everything before trying to get a Jade.
- Always check the name of a building before you enter.
- If an item doesn't work the first time, go back to the beginning and try it again.
- Remember, hit and run away is the most successful strategy for beating Kyonshies.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, stock No. 004-000-00345-4.

90-Day Limited Warranty FCI Game Paks

90-Day Limited Warranty:

Fujisankei Communications International, Inc. (FCI) warrants to the original consumer purchaser that this FCI Game Cartridge shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, FCI will repair or replace the cartridge, at its option, free of charge. Replacement of the cartridge, free of charge, to the original purchaser (except for the cost of returning the game cartridge) is the full extent of our liability.

To receive this warranty service return the defective cartridge along with a dated proof of purchase and your name and address to an authorized FCI dealer or directly to FCI:

Fujisankei Communications International, Inc.
150 East 52 Street, New York, N.Y. 10022
Attention: Returns Department
(212) 753-8100

This warranty shall not apply if the cartridge has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other unrelated causes to defective materials or workmanship.

Warranty Limitations:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL FCI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The Provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

FCI

Not Just Kid Stuff

This game is licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM®

©1988 FCI/PONY CANYON

Printed in Japan